



# THE JACG NEWSLETTER

## JACG

THE JERSEY ATARI COMPUTER GROUP

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### FROM THE EDITOR'S DESK

Well, I'm half happy and half disappointed with the results of last month's whining and begging for newsletter articles. If this were an 8-bit only newsletter, I'd be estatic. If this were an ST only newsletter, you'd be reading two covers and an ad. C'mon ST folks, I don't want to be accused of 8-bit cronyism!! Give me some articles!!

Now a bit of public crow-eating. One thing I always hated as an editor is when people use big words when they don't know what they mean. Now imagine my embarrassment when our president Gary Gorski caught me guilty of that very thing!

Seems I used the word erstwhile to describe Gary in an editorial. When he saw me, he said, "Dave, what does erstwhile mean to you?" Well, he caught me flatfooted as I stumbled around with words like respected and such. It turns out to mean former or past tense, and I used it a full two months before Gary's term as President was up. Ouch!!

So here is my public apology to Gary. Sorry, Gary. I guess I really meant um... err.. ah.. erudite (learned or scholarly). Boy, is my face erubescant (reddish or blushing) at my erratum (an error in writing or printing). It won't happen again. Well, at least not with words starting with E!

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- Plus as always -- The Z\*Net Report!!



### CALENDAR OF EVENTS

Next Meeting:

December 9th, 1989



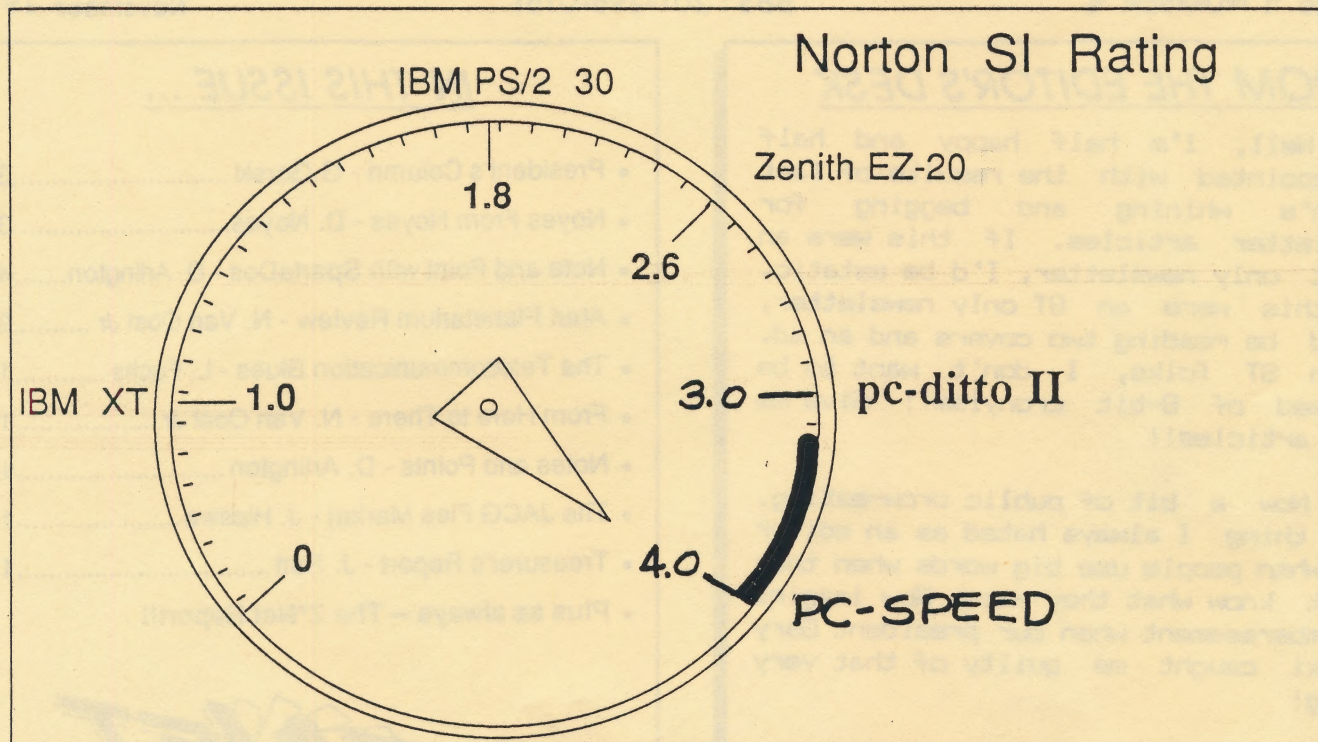
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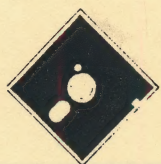
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## PRESIDENT'S REPORT

by Gary Gunkel

### 8-BIT DISK OF THE MONTH

Dave Noyes - JACG

With the holiday season(s) upon us...two classic and previous Disks of the Months are being featured. One is the Page 6 (U.K.) Christmas disk; and the other is the JACG Holiday Print Shop (tm) Icon disk. These disks will be available at both the November and December meetings for Disk of the Month prices. Animation and music are the features of the Page 6 disk. The Icon disc covers from Halloween to New Year's Day; with many icons available for multi-color printing (provided, of course, that one have the appropriately colored ribbons, and is prepared to run paper back through the printer for each color!). These disks will be available at Disk of the Month price even if there are other Disks featured.

ST drive cable)...as the one that is modified is only then useful with the copy program. For about \$20.00 in parts...the DISCOVERY and HAPPY cartridges are history...sorry for those of you that invested...BLITZ is amazing!

## NOISE FROM NOYES

by Dave Noyes

Well, it appears that from all information currently available, ANALOG has finally bitten the dust. If so, it has gone the way of such prestigious computer publications the like of HI-RES, CREATIVE COMPUTING, HOME COMPUTER MAGAZINE (and later...JOURNAL) and COMPUTE! (for the ST)...along with many others, I am sure. Now folks...I am a pragmatist. I know that the computer world is both dynamic and competitive. And yes, I know that ATARI has been less than aggressive in marketing and support in the U.S. (an understatement!). I also know that the ATARI 8-bit ownership base may not be able to sustain much in the way of magazines.

With that said, and with all the aforementioned understanding, there is something that I positively and absolutely do not understand. "What is that?", you ask. Glad you asked. At our September regional meeting...the East Coast editor of ANALOG (a former JACG president, and current member) waxed sentimental about ATARI, and touted the forthcoming "new" ANALOG, with the merging of 8 and 16-bit coverage granting a new lease on life to the publication. On the strength of that, I renewed my subscription. I should have known better!

To add insult to injury, Clayton Walnum (ANALOG editor) in his editorial in the first "new" ANALOG (I guess that I mean first and last), hailed the beginning of a larger and better ANALOG, with 8-bit and ST coverage exceeding 130 pages. Reading his editorial a couple of weeks ago made me feel that my renewal was justified...well, NO WAY!...so much for the sour grapes.

I came across a neat PD file on COMPUSEVE the other day. Entitled "BLITZ" this arced file included an ST copy program, and a diagram and instructions to fabricate (from an ST floppy drive cable, some wire, and a 25 pin connector...a means to back-up your protected commercial ST disks. EVERY such disk that I had in my library I was able to back up. Furthermore, it appears that the protection is maintained on the back up, thus this copier should not foster piracy via BBS, or blatant piracy. I made the cable (you will need to purchase an



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## A TUTORIAL ON USING NOTE AND POINT WITH SPARTADOS

By Dave Arlington, JAGG

**IMPORTANT NOTE:** Before trying any of the techniques discussed in this article, be sure to work with scratch disks or disks where you do not care about what is on them. Nothing can screw up a disk faster than making a mistake while using the NOTE and POINT commands.

Lately, I've enjoyed sort of a rejuvenation with my ATARI. I've taken this opportunity to go back and rediscover some of those things that made me fall in love with my ATARI in the first place. Mostly I've been taking the time to explore those topics I never mastered the first time around.

In the past few months, I've learned how to program in assembly language and LightSpeed C, how to do display list interrupts, and my next topic on the burner is scrolling techniques so I can write the next great game. Judging by some of the questions asked at the last meeting and the interest that was shown in Dave Dvorin's talk on computer files, there are a lot of other people out there still interested in learning new things about their ATARI 8-bits.

So, to make a short story long, inspired by Dave's talk, I thought I would give a tutorial on how to use NOTE and POINT with SpartaDos. Well, actually, it is more like how to use POINT with SpartaDos since SpartaDos makes the NOTE command somewhat less important.

Along the way, I'll discuss how ATARI disk files are structured, how NOTE and POINT is used with ATARI DOS 2.0 and its clones (MyDos, DOS XL, SmartDos, etc.), and why using NOTE and POINT with SpartaDos is so much easier. I've included sample programs in BASIC (arggh!) and Action! to help get you started.

First, we'll talk about ATARI disk file structure. There are basically two types of disk files for the purposes of this article, sequential files and

random access files. Sequential files are files that are basically meant to be read starting at the beginning and are read from the start to the finish in order. Random access files are files where we can access any information in the file in any order, irregardless of it's position within the file.

Each type of file has it's own purposes for which it is best suited. A SAVEd BASIC program file, a MicroPainter or MicroIllustrator file, an AMS file, or a word processing text file are good examples of what types of files should be sequential files. For example, when we load any of these files, we expect to start at the beginning and read all the way through to the end of the file.

For some purposes, however, random access files are better suited. Examples of this would be data base information like names and addresses, room descriptions for adventure games, or a series of help or error messages contained within a single file. Let's see why random access files are best suited for these types of files.

In all these cases above, we usually don't want to waste memory by storing all these items in memory. If you had 10,000 names and addresses, they probably wouldn't fit in memory anyway. Alternatively, each name and address, room description, or help or error message could be contained in a separate disk file like DeTerm does, but this takes a lot of disk space and can be confusing. It also makes the chance of losing a key file more possible. Lastly, storing this type of information in a sequential file is not a good idea either. Consider what happens when we want to look for a specific name and address in a sequential file. We would have to start reading the file at the very beginning and read through the file until we find the name and address we want. Every time we want to find a new name and address, we would have to go through the same process.

In a random access file though we can immediately go directly to the information we want to find in a file without reading through the whole



thing. The only way to do this is to use the random access commands, NOTE and POINT. The trouble is that most beginning programmers do not know how to use these commands and end up using one of the inefficient methods mentioned above.

NOTE and POINT are available in most of the ATARI languages I've used. They are available in all the BASICs I know of (ATARI BASIC, BASIC XL, BASIC XE, Turbo BASIC), Action!, LightSpeed C, and of course, assembly language. LOGO does not provide for any sort of random access files and Kyan Pascal does not support NOTE and POINT but does have a Seek(filename, record\_number) function to allow random access of files. FORTH and Lisp, I have no idea about. Anyways, chances are if you can follow the ideas in this article, you will be able to apply them to whatever language you are using. Be careful though, and be especially careful if using the LightSpeed DOS that comes with LightSpeed C, as it does not check to see if you stayed within the file you just OPENed.

Now let's look at the problems on how to use NOTE and POINT with ATARI DOS 2.0 type DOSes. It may give you an idea why more people don't use NOTE and POINT.

The example programs provided implement full English error messages for either BASIC or Action! When errors happen in either language, an error message is fetched from a disk file called ERRORS.TXT and displayed on the screen. By using a random access file, we don't have to read in the whole file to find the error message we want. These sample programs are intended to demonstrate how to use random access files with SpartaDos, but are still fully functional subroutines you can use in your own programs. However, I hate to be a nag, BUT DO NOT use Atari 2.0-type DOS with these programs. At worst, you will trash your disk, and at best, will get an error message.

Let's look at why these sample programs will not work with ATARI-type DOSes. In ATARI DOS, the NOTE command works like this:

NOTE channel, sector, byte

where channel is an opened IOCB channel, and sector and byte are variables that hold a sector number on a disk, and the byte number of that particular sector. You use the NOTE command to find where the next byte will be read from or written to in an opened file.

The POINT command in ATARI-type DOSes works like this:

POINT channel, sector, byte

where channel is an opened IOCB channel and sector and byte are variables that hold a sector number and a byte in that sector. You use POINT to manually tell the computer where to write the next piece of information in an opened file. Notice that NOTE fills the variables sector and byte with information for you, where with POINT, you have to provide the information yourself.

The sector and byte numbers refer to any sector or byte on the disk. If I say POINT #1,300,21 that will set the file pointer to the 21st byte of sector number 300 to start writing information there. In ATARI-type DOSes, if sector 300 is not part of the file we opened on channel #1, we will get an error. Since, normally we do not know every sector a file occupies on the disk, we use the NOTE command to know where to write our information.

For example, with an ATARI-type DOS, to write the error message file, ERRORS.TXT, as in sample programs 1 and 4, we have to take the following steps:

First, we would open a channel for the disk file for update mode. In BASIC, it would be OPEN #1,12,0,"D:ERRORS.TXT". At this point the file pointer for this file would be pointing to the first sector and byte we could write to in that file. To find out those values we would use the NOTE command. In BASIC, NOTE #1,sect,byte. Then we could write the first error message to disk. If did a NOTE command then, it would tell us the sector and byte number of the file where we could write the next message.





But first, we have to talk about the first problem about using ATARI DOS NOTE and POINTs. Later on, when we want to read this file, how we will know the sector and byte numbers of the file to POINT to to get the error message? When an ATARI disk file is saved, it is not necessarily stored as a complete piece with one sector following directly after the next. A file stored on disk could be scattered all over the disk taking up widely different sectors. When using the XF551 drive, pieces of the file might not even be on the same side of the disk!!

Therefore for every error message we write to our file, we would have to save the sector number and byte number where that message starts using the NOTE command. This would usually be done in an array that would hold the error number, sector number and byte number. This array of error numbers, sectors, and bytes is known as an index. And of course, for our error subroutine to use this array later on, we would have to save the index to disk along with our random access data file. Most index files can be found on disk with the IDX extender as in ERRORS.IDX. There are several commercial programs with random access data files that use this index approach. SYN-FILE+ and BBS Express are two that come to my mind.

But even here, there are two big problems with ATARI-DOS NOTE and POINT. First off, our error routine would always have to load in the index file even if an error never occurs and it is never called. Secondly, if you ever copy the ERRORS.TXT file to another disk, it is HIGHLY unlikely that the ERRORS.TXT file will occupy exactly the same sectors as on the first disk. Of course, that means our index file that holds the sectors and byte numbers would now hold completely wrong sector and byte numbers for the error messages. This is why copying a SYN-FILE+ data file is such a long and tedious process; the index file has to be completely rebuilt every time the data file is copied.

SpartaDos has completely revamped the NOTE and POINT system for their diskettes. In SpartaDos, the NOTE and POINT commands look like this:

NOTE channel, position, 0 and

POINT channel, position, 0

where channel is the IOCB channel number of the opened file and position is the byte number offset into the file. Notice the big difference between this way and the ATARI-DOS way. In ATARI-DOS NOTE and POINT, the sector number will range from 0 to 707 and the byte number ranges from 0 to 255 for the byte in a sector (255 is for a double density sector, a single density sector has byte numbers up to 127). In SpartaDos, the position can range from 0 to 32767 for most languages. This allows random access files of up to 32K for most languages. Action! and Turbo BASIC allow even bigger random access files up to 8,000K large!

Since SpartaDos doesn't care about what sector a file uses like ATARI type DOSes, it makes writing our error message file a lot easier. Now we can write error messages to the 0th, 35th, 70th, 105th, etc. byte of a file without worrying about what sector that byte occupies. That means we don't have to construct an index array or an index file. We'll just use the error numbers themselves as the index to find the messages. We can also now copy our data file from disk to disk without having to worry about our error routine getting screwed up.

Let's look at our sample programs to see how to handle random access files in SpartaDos. In our error writing routine that writes the initial ERRORS.TXT file, we now just use a simple FOR-NEXT loop to write out the messages. And our error handling subroutine just uses the error number itself times the 35 bytes I allowed for each message as the position into our random access file. And finally notice, we don't even need the NOTE command any more since we don't need to remember where each message is written.

One final note about using POINT with SpartaDos that is really nice. In ATARI DOS, if you attempt to write past the end of a file using the POINT command, you get an error. In SpartaDos, however, it just fills in



the space in between with invisible sectors. What I mean by that is that if you write one byte after using the POINT command, POINT #1,32766,0 you will end up with a 32K file that takes up only one sector. If you ever write to any of the invisible sectors, SpartaDos will grab an available sector and use it.

Well, I hope you can learn enough about using the POINT command to use random access files with SpartaDos from these examples to write your own great programs. Please send any questions you have to me in care of the newsletter.

Now, let's talk about the example programs in this article.

Sample programs 1 and 4 write the error message file to disk in Action! and BASIC. These programs have to be run only once to set up the ERRORS.TXT file. After that, you can simply copy the ERRORS.TXT file to any disk you wish to use the error routines with. Sample programs 2 and 5 are the subroutines you can include in your own programs if you want English language error messages. In the BASIC program number 5, I've included 2 lines to demonstrate how the error subroutine works. In your own programs, use lines 32000 and above as the error subroutine and set it up by putting a TRAP 32000 somewhere in your program. Sample program 3 is an ACTION! demo program that shows you how to use the subroutines in your own ACTION! programs. Simply save program 2 as "D:ERRHANDL.ACT" and put INCLUDE "D:ERRHANDL.ACT" in your main program. I must emphasize again that these sample programs and subroutines only work correctly with SpartaDos formatted diskettes and SpartaDos. They will also work on ATARI DOS 2.0-type formatted disks if you are using the new SpartaDos X cartridge.

#### SAMPLE PROGRAM 1

```
; This program writes the initial
; error messages file to disk as
; the file ERRORS.TXT
;
CARD ARRAY msgadr(61)
```

#### PROC SetMsg()

```
msgadr(0)="Out of Memory"
msgadr(1)="Missing Double Quote"
msgadr(2)="Nested DEFINES"
msgadr(3)="Global Variable Full"
msgadr(4)="Local Variables Full"
msgadr(5)="SET directive error"
msgadr(6)="Declaration error"
msgadr(7)="Bad argument list"
msgadr(8)="Undeclared variable"
msgadr(9)="Must be a constant"
msgadr(10)="Illegal assignment"
msgadr(11)="Unknown error!!"
msgadr(12)="Missing THEN"
msgadr(13)="Missing FI"
msgadr(14)="Out of Code Space"
msgadr(15)="Missing DO"
msgadr(16)="Missing TO"
msgadr(17)="Bad expression"
msgadr(18)="Unmatched parentheses"
msgadr(19)="Missing OD"
msgadr(20)="Can't alloc. memory"
msgadr(21)="Bad array reference"
msgadr(22)="Input file too large"
msgadr(23)="Bad Conditional Expr"
msgadr(24)="Bad FOR statement"
msgadr(25)="Illegal EXIT"
msgadr(26)="Nesting too deep"
msgadr(27)="Illegal TYPE syntax"
msgadr(28)="Illegal RETURN"
msgadr(29)="No Symbol Tab. space"
msgadr(30)="Break Key Abort"
msgadr(31)="File already Open"
msgadr(32)="Nonexistent device"
msgadr(33)="Channel not open"
msgadr(34)="No device handler"
msgadr(35)="Channel not open"
msgadr(36)="Bad IOCB number"
msgadr(37)="Channel not open"
msgadr(38)="End of File"
msgadr(39)="Truncated record"
msgadr(40)="Drive not present"
msgadr(41)="Drive NAK"
msgadr(42)="Serial framing error"
msgadr(43)="SIO serial bus error"
msgadr(44)="SIO checksum error"
msgadr(45)="Protected/Bad sector"
msgadr(46)="Bad device function"
msgadr(47)="Unknown disk format"
msgadr(48)="Directory not found"
msgadr(49)="File exists"
msgadr(50)="Not binary File"
msgadr(51)="Loader:Unknown symbol"
msgadr(52)="Bad Parameter"
msgadr(53)="Out of Memory"
msgadr(54)="Too many open chanls"
msgadr(55)="Disk full"
msgadr(56)="Illegal Wildcard"
```



```

msgadr(57)="Bad filename      "
msgadr(58)="Position range error"
msgadr(59)="Can't delete direct."
msgadr(60)="File not found    "
RETURN

```

PROC WriteMsg(BYTE chan, index)

```

BYTE ARRAY msg
CARD errnum

IF index<29 THEN
    errnum=index
ELSEIF index=29 THEN
    errnum=61
ELSEIF index>=30 AND index<=42 THEN
    errnum=index+98
ELSEIF index>=43 AND index<=45 THEN
    errnum=index+99
ELSEIF index=46 THEN
    errnum=146
ELSEIF index=47 THEN
    errnum=148
ELSEIF index>=48 AND index<=50 THEN
    errnum=index+102
ELSEIF index=51 THEN
    errnum=154
ELSEIF index=52 THEN
    errnum=156
ELSEIF index=53 THEN
    errnum=158
ELSEIF index>=54 AND index<=56 THEN
    errnum=index+107
ELSEIF index>=57 AND index<=59 THEN
    errnum=index+108
ELSE errnum=170
FI
msg=msgadr(index)
Point(chan,index*35,0)
PrintD(chan,"ERROR ")
IF errnum<10 THEN
    PrintD(chan," ")
ELSEIF errnum<100 THEN
    PrintD(chan," ")
FI
PrintCD(chan,errnum)
PrintD(chan,": ")
PrintDE(chan,msg)
RETURN

```

PROC Main()

BYTE index

```

SetMsg()
Close(1)
Open(1,"D:ERRORS.TXT",12)
FOR index=0 TO 60
DO
    WriteMsg(1,index)

```

```

OD
Close(1)
RETURN

```

SAMPLE PROGRAM 2

```

; Include this routine in your
; own programs. To use it, look at
; Sample program 3
;
PROC ErrHandle(BYTE errcode)

```

BYTE ARRAY errmsg(31)

```

Close(4)
Open(4,"D:ERRORS.TXT",12)
Point(4,errcode*35,0)
InputSD(4,errmsg)
Close(4)
PrintE(errmsg)
RETURN

```

SAMPLE PROGRAM 3

INCLUDE "D:ERRHANDL..ACT";/\* Needed \*/

PROC Main()

```

; This demo program just tries to
; open a file that doesn't exist
; to call up the error handler.
;
; Include all the lines that say
; /* Needed */ in your program
;

```

CARD temperr ;/\* Needed \*/

temperr=Error ;/\* Needed \*/

Error=ErrHandle ;/\* Needed \*/

Close(1)

Open(1,"D:STUPID.TXT",4)

Close(1)

Error=temperr ;/\* Needed \*/

RETURN

SAMPLE PROGRAM 4

10 DIM MSG\$(20)

20 CLOSE #1

30 OPEN #1,12,0,"D:ERRORS.TXT"

40 RESTORE 200

50 FOR X=0 TO 50

60 READ ERRNUM,MSG\$



```

70 MSGNUM=ERRNUM*35:Y=0
80 POINT #1,MSGNUM,Y
90 PRINT #1;"ERROR ";
115 PRINT #1;ERRNUM;
120 PRINT #1;": ";
130 PRINT #1;MSG$
140 NEXT X
150 CLOSE #1
160 END
200 DATA 2,Out of Memory
210 DATA 3,Bad Value
220 DATA 4,Too many variables
230 DATA 5,String length error
240 DATA 6,Out of DATA items
250 DATA 7,Number > 32767
260 DATA 8,INPUT Statement err.
270 DATA 9,Dimension Error
280 DATA 10,Bad Expression
290 DATA 11,Numeric Overflow
300 DATA 12,Line not found
310 DATA 13,NEXT without FOR
320 DATA 14,Line too long
330 DATA 15,GOSUB or FOR deleted
340 DATA 16,RETURN without GOSUB
350 DATA 17,Garbage line found
360 DATA 18,Line too long
370 DATA 19,GOSUB or FOR deleted
380 DATA 20,RETURN without GOSUB
390 DATA 21,Not LOAD format
400 DATA 128,Break Key Abort
410 DATA 129,File already Open
420 DATA 130,Nonexistent device
430 DATA 131,Channel not open
440 DATA 132,No device handler
450 DATA 133,Channel not open
460 DATA 134,Bad IOCB number
470 DATA 135,Channel not open
480 DATA 136,End of file
490 DATA 137,Truncated record
500 DATA 138,Drive not present
510 DATA 139,Drive NAK
520 DATA 140,Serial framing error
530 DATA 142,SIO serial bus error
540 DATA 143,SIO checksum error
550 DATA 144,Protected/Bad sector
560 DATA 146,Unsupported function
570 DATA 148,Unknown disk format
580 DATA 150,Directory not found
590 DATA 151,File already exists
600 DATA 152,Not binary file
610 DATA 154,Loader: Bad symbol
620 DATA 156,Bad parameter
630 DATA 158,Out of memory
640 DATA 161,Too many open chans.
650 DATA 162,Disk full
660 DATA 163,Illegal Wildcard
670 DATA 165,Bad filename
680 DATA 166,Position Range error
690 DATA 167,Can't delete direct.
700 DATA 170,File not found

```

#### SAMPLE PROGRAM 5

```

10 TRAP 32000
100 OPEN #2,4,0,"D:STUPID.TXT"
31990 END
32000 DIM MSG$(31)
32010 CLOSE #1
32020 OPEN #1,12,0,"D:ERRORS.TXT"
32030 ERRNUM=PEEK(195):Y=0
32040 ERRNUM=ERRNUM*35
32050 POINT #1,ERRNUM,Y
32060 INPUT #1,MSG$
32070 PRINT MSG$
32080 CLOSE #1
32090 END

```

#### ATARI PLANETARIUM

reviewed by Neil Van Oost Jr., JACG

Have you ever looked at the sky, on a clear evening, and wondered where to look for the Big Dipper (Ursa Major) or how to find the North Star (Polaris)? Well, if you have, then this is the program for you. And even if you haven't, this program may still be just the thing you need to lead you into a new and exciting hobby.

My first exposure to "The Stars" was when I was around eleven. I had a Boy Scoutmaster, Mr. Neil Simonton, who pointed out how to find the North Star by extending a line through the two pointer stars in the Big Dipper constellation. He has since gone to his reward, I like to think that maybe he is somewhere up there among those bright points of light he loved so well. Yes, playing around with the Atari Planetarium program brought back some fond memories.

This program, like anything really good, takes a little effort on the users part to fully enjoy. After you have taken a peek through the program guide, loaded your program and had a quick tour to see what it's all about, I would suggest taking the "Guided Tour of the Universe" in Chapter 3. There are things in this chapter that were difficult to absorb in Science class when I was in school, but here are made easy.

Do you know what the phase of the



moon is going to be tonight or what it was or will be on your fifteenth or your next birthday? Well with this program you can very easily find out. Atari Planetarium is packed with so many interesting things, you will find it hard to turn off. You may even want to leave it running while you run outside some night to locate "Pegasus" or find Polaris.

There are sections in the 115 pages of the manual which discuss: Chronology, History/Archaeology, Navigation and Space Exploration. With the program you can compress many years of "Movement of the Spheres" into a few minutes. I do not have enough words to express all the good things I have found within this program and manual. The only minor glitch I found was that it requires a standard 1050 to load. It will not run on a Doubler equipped drive, and if you use a Happy enhanced drive, it must be in unhappy mode.

I have typed a copy of the command key table and enclosed it here. You may find it easier to use than the fold-out in the manual. -Happy star gazing --- Neil.

#### THE COMMUNICATION BLUES by Lars Fuchs, JACG

I never meant to be a junkie. No, really, its not my fault. I'd never bought a modem. I hadn't even asked for one. It was foisted upon me; when my company found an Atari 1030 modem in the basement, they gave it to me. I should never've admitted to owning an Atari. Now I'm hopelessly hooked on telecommunications. And only recently have events made me aware of how easily addicted we can become on computer technology.

It took all of five seconds running the 1030's firmware for me to realize that I needed a more sophisticated program. This was graciously provided by the JACG, in the form of EXPRESS!, by Ketih Ledbetter. Soon my phone list numbered at least 15 BBS's, including Delphi. Suddenly I had found a gateway to a whole new universe. I was mainlining on-line.

Clearly 300 baud was too slow to fuel my engines. The days of the 1030 were numbered. I set it to work as I combed the boards in the area for ads selling an 8bit compatible 1200 or 2400 baud unit. In a matter of only a few weeks, I had concluded a satisfactory agreement that left me the proud owner of a second hand Atari SX212 modem.

But the adventure didn't end when I brought the modem home that day. It was just beginning. The hardware is never the hard part. Good software, anyone will tell you, is much more important than the platform.

The hunt was on. With my 1030 as my faithful hound, I probed the BBS's for the right stuff. Useful advice flooded in literally from around the country: Amodem, Determ, Bobterm. The latter seemed to be the favorite, so I started with that. I found a copy in the Fordham Jesuit library. Alas, Bobterm is so large it takes 35 minutes and 23 seconds to download. 23 seconds longer than I was allotted. It looked like I would need a 1200 baud modem to run my 1200 baud modem!

So I tried the others. Of course, I needed an unarcng program first, so Arcx12.com came down through the wire. As I extracted the terminal programs I discovered a critical fact: the SX212 lacks a serial interface handler for the 8bit, and alas, so did my recently expanded modem programs.

I turned to the Sysop at Fordham Jesuit, Fr. Nick Lombardi, and asked for an extension to download Bobterm. Graciously, my request was granted. Unfortunately, that week I worked record overtime, and by the time I logged back on, my dispensation had expired. I asked again and again I enjoyed the benefit of Fordham Jesuits' generosity. I went right away to download Bobterm, and right away my 810 drive crashed, my whole system with it. So for a third time I asked for an extension, and a third time it was granted. At last, success! Bobterm.arc was tucked away on a 5 1/4" disk in my living room.

I was but minutes away from re-entering the world of



telecommunications at four times the speed! Or so I thought. Good old arcx 1.2 wasn't up to Bobterm's challenge. Simple arithmetic told me that an arc'ed file that took up more than 1/2 of a disk would never co-exist with its unarc'ed children on the same disk.

I gave it a try anyway; human nature is nothing if not persistent (stubborn?) Sure enough, Arcx 1.2 crashed when the disk was full. ERROR 162. But Bobterm.com made it. I was saved! I must only be lacking some of the documentation, and who needs that? thought I. A file called READ.ME was also extracted, and I browsed through it. Needless to say, the R: handler for the SX212 file DIDN'T get extracted.

No 1200 baud yet. My ever-faithful 1030 went back into action searching for a more sophisticated extraction program. What we found was SUPRARC.ARC. It was, clearly, itself arc'ed. with visions of my failure with Bobterm in my head, I crossed my fingers and set arcx 1.2 to work on SUPRARC.ARC. But out came unarc.com, and it was immediately set after BOBTERM.ARC. Unfortunately, in all the disk swaps and reboots, my 810 packed up and went south for the winter, never to return. Thank my stars I had a TRAK drive in reserve which survived the battle between Unarc and Bobterm.

Shedding a tear for my late 810, I triumphantly powered up the SX212 under Bobterm. I had made it! Or so I thought. My phone list was living happily with Express!, and not surprisingly, had no interest in moving over to Bobterm. No sweat, I can dial manually! I had forgotten about passwords, and I forgot mine. There was nothing for it but to reconfigure my system, reboot the 1030 (since Express! won't work without it, it was saved from oblivion once again) write down the phone list, and reconfigure with the SX212.

Whew!

It makes me rather acutely aware of our relationship with the technologies we create and utilize.

## FROM HERE TO THERE by Neil Van Oost Jr. JACG

Sam Cory (ED. NOTE: Our 8-bit PD librarian for the unaware) has been bugging me for a long time to write an article telling which programs to use to get from here to there. Well, this one is for you Sam.

There are thousands of picture files out there in computer land from many, many different types of computers. Sadly there are probably more different types of formats for these picture files than there are computer types, as each different computer supports several formats. Mostly us "Picture Junkies", who happen to own one of several of the best 8-bit graphics machines (our Atari's), only concern ourselves with collecting pictures from our own machines and any other computer or medium that we can bend, fold or spindle into locations 32768 thru 40959. These locations being the area of memory used for screen memory and display lists (on 48K and above machines).

One of the biggest problems confronting the "Picture Junkie", be he 9 or 90, novice or pro, is getting from one format to another. For those of you attempting to get from one form of picture format to another there is one good tip to follow; If you can get it into Micro Illustrator/Koala format or into Micropainter format the battle is more than half won. If you are attempting to go from another type computer, Mac, St, IBM, etc. one of the best formats to be converting from is RLE. Of all the different schemes used RLE converts over to an 8-bit Atari best.

I will not try to cover all of the different types of picture conversion programs for the 8-bit, mostly because I have found a half dozen or so that fit my needs best and I stick to them. So if anyone out there has a picture conversion program that I do not mention, please feel free to take word processor in hand and zip off a few lines to the newsletter extolling its virtues.

Number one on my list is Rapid



Graphics Converter by Charles Jackson, (c)1985 by Antic Publishing. This program will convert between the following formats:

Micropainter  
Micro Illustrator/Koala  
Fun With Art  
Paint (Atari)  
Paint (Reston)  
Visualizer  
Moviemaker  
Graphics Master  
Atarigraphics  
Graphics Machine

One of the next on my list is The Converter (c)1988 by Chris Wareham, available through No Frills Software. This program along with its sister program The Converter Companion (c)1989 also by Chris Wareham will convert between the following:

Print Shop to: News Room Clipart  
Awardware Graphic  
Awardware Seal  
Print Power

And with The Companion:

Newsroom Clipart      Micro Painter  
Newsroom Photos      Hi-Tech Graphics  
Micro Painter      <to> Newsroom Clipart  
Micro Illustrator      Print Shop  
Graphics  
Print Shop Borders  
Hi-Tech Graphics

BBKARTIST is not really designed to be a converter but rather a picture design program. However it will load the following formats and save them in Micro Illustrator format:

Micro Painter  
Magni-Print

For converting RLE pictures the following programs will do it.

RLECONV.BIN There are several versions, by different authors. The version I most use is a binary file that comes up with a nice display screen advertising The Night Shift BBS(718-816-7792) and a public domain RLE converter based on a program by Charles Jackson and Patrick Bass. It will convert:

Koala to RLE  
Micropainter to RLE

RLE to Micropainter

RLECONVERT a binary file that converts Vidtext(CompuServe RLE) to Graphics 8.

RLEMAK.BIN another Night Shift program that converts Graphics 8 to RLE.

A great Print Shop utility is: Print Shop Disk Utility, a public domain program by Dave Oblad, written in Action!. This program will allow you to convert Print Shop files to an Atari file which you can transfer via modem and reconvert to PS format at the other end.

Another picture converter is Graphics Transformer by Alpha Systems which will convert Print Shop icons to:

Magniprint  
Micro Illustrator  
Micropainter  
Print Shop Screen Magic  
Computereyes  
Typesetter Icon

or vice versa. It will also convert the following to Magniprint:

Paint  
Fun With Art  
B/Graph  
Graphic Master  
Super Sketcg  
Strip Poker  
Movie Maker background  
Atarigraphics Light Pen  
Syngraph

There are many more conversion programs around and I really would like to hear from some of you out there reading this what they are. Many of them are in the public domain. Occasionally some of the out of print ones find their way into our little flea market before the meeting. If you are looking for a picture conversion program to get from where you are to somewhere else and don't know where to find it, some suggestions are:

1. Get up and shout out your needs at the talks before the meeting.
2. Write it on a piece of paper with



---

your name and address and ask Dave Arlington to put it in the newsletter.

3. Give the information to me, and if I can't help you I'll shout it out at the meeting or give it to Dave to put in the newsletter.

Well that's it for now, your favorite Picture Junkie has typed past his bed time ---- Its your fault Sam.

---

#### NOTES AND POINTS

by Dave Arlington

No, this is not another tutorial but rather my idea of a clever title for a column where I can espouse my views on Atari that don't really fall under the heading of newsletter production. See, I can make my points or pass on interesting notes about what I've heard. OK, so maybe it's not that clever a title!

The first note is a rather depressing rumor I heard via the USENET grapevine at work. The rumor is that the next issue of ANALOG, December 1989 will be the last issue. I find this depressing for two reasons. First, I find it depressing since I really liked their new combined ST/8-bit format. After initially being happy when the two Atari magazines split their 8-bit and ST coverage into two separate magazines, STart and ST-LOG, I found I was missing hearing about what Atari was doing with the ST line.

The second depressing thing about this rumor is that since their inception, ANALOG has always been the most useful and informative resource any Atari owner could have. They have always published better programs than ANTIC, and never made their better programs disk-only to soak people for extra cash. They have always had the best tutorial information for those who like to learn programming. And the best thing I liked is they never hesitated to be frank and honest with their readership when commenting on the current state of Atari or reviewing commercial software. Of the 80 issue run of ANALOG, I'm missing only 5 issues and I'll sure miss them.

After reading Neil's column on picture formats, I thought I would pass this on: I wrote a quickie Graphics 9 picture displayer to display pictures that had been digitized with ComputerEyes or from videos and TV. I currently have it in Action! and was thinking of embellishing it somewhat. If you would like to see this program in a future newsletter in Action! and in BASIC (arghh!), let me know and I will finish it up and print it. Let me know.

At the last meeting, Dave Noyes was demonstrating a disk from the PD library. It had some BASIC utility that speeded up PLOTs and DRAWTOs called FASTDRAW. He showed a demo that contrasted the speed and everyone oohed and aahed at how fast it was. Now, not to diminish the sales of any PD disk, (they're still well worth it) but I was sitting there wondering, Haven't any of these people heard of TurboBasic yet?? Superfast drawing commands are part and parcel of TurboBasic and TurboBasic also includes built-in commands to draw fast circles, put text on any graphics mode screen and much more. In fact, all of TurboBasic is speeded up and is totally upward compatible with regular Atari Basic. Take any program written in regular Atari Basic and run it in TurboBasic (or better yet, compiled TurboBasic) and watch your head spin. Most Basic games become totally unplayable due to the increased speed. And of course, where can you get TurboBasic? Why the PD library, of course. (TurboBasic only works on the XL/XE series computers.)

Maybe it's me, but if I hear on a BBS or in a magazine or at the meeting one more time about how no new 8-bit software is coming out, I think I'll barf. It's such a pointless thing to complain about in my opinion. First off, it ignores the fact that there is indeed new software coming out. Nowhere near the volume of the old days, to be sure, but it is there. Whether it is the new piggy-back Express! cartridge, one of the several new game cartridges, or just some high-quality public domain offering that seems to come along every month or so, there is still new software to look forward to.





Secondly, I don't know why people can't seem to realize it is the software that is already available that makes a computer valuable, not the future vaporware promises. And in this respect, the Atari computers have plenty of useful, valuable software already out there. A long time ago I realized I could care less if another new software piece was ever released considering how almost every need I have has already been filled.

And lastly, new software is where you find it. At the last meeting I picked up Music Construction Set for 2 bucks. Now while this is old software in the sense that most people use it, to me it is new. I spent an enjoyable month cutting, pasting, and playing music; all new activities to me.

So please, do me a favor and don't bury the Atari 8-bit machines yet with your doom-saying "no new software" talk. It would be a most premature and undeserving death.

#### THE JACG FLEA MARKET by Joseph Hicswa, JACG

October's JACG Newsletter had an item about writing articles by members for members. I decided to write about my experience with the Flea Market which precedes our monthly meetings. There are bargains galore. However, Caveat Emptor.

With less than \$200, I accumulated a used Atari system: 1200XL computer, 1010 cassette player, 810 disk drive, 1020 four-color plotter, 1027 LQ printer and software. They serve me well.

By attending the monthly meetings, I accumulated worn manuals, cartridges, tired software, and club library disks from members at prices I can afford.

It was not as rosy as this seems. Some of the hardware and software did not perform, namely a disk drive, some cartridges, and some other software. There was a disk drive with no name, cartridges and disks that came with no instructions, and programs that required more RAM than I had.

I failed to note the names and addresses of those who sold the unusable items. Neither did I remember them or see them at ensuing meetings. I did not know how to contact them.

My opinion is that we need a register to record names and addresses of each flea market vendor so problems can be resolved by any member with complaints.

If you have an idea or suggestion to share, pass it along to Editor Dave Arlington or any other club officer.

#### TREASURER'S REPORT Jack Rutt, JACG Treasurer

##### JERSEY ATARI COMPUTER GROUP TREASURER'S REPORT

PERIOD: 1/1/1989 to 9/30/1989

Balance as of 1/1/1989	\$514.80
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##### INCOME:

Membership	
3rd Class	\$2150.00
1st Class	\$363.00 \$2513.00
Library Sales	
8 bit	\$969.00
16 bit	\$862.00 \$1831.00
Advertising	\$240.00
Newsletter Sales	\$8.00
Misc. Income	\$7.00 \$4599.00

##### EXPENSES:

Postage	\$720.32
Newsletter	\$1519.87
Disks for Library	
5.25	\$370.40
3.5	\$137.50 \$507.90
Disk Labels	\$31.75
Communications	
Awards and Prizes	
Misc. Supplies	\$37.13
Corp. Tax	\$10.00
Bank Charges	\$25.15
Sales Tax	\$110.05 \$2962.17

BALANCE IN NATIONAL COMMUNITY BANK	
AS OF 9/30/1989	\$2151.63





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# Sig Hartmann Retires!

Story by John Nagy

After five years with ATARI Corp, Sig Hartmann announced in mid October that he will resign/retire effective November 1st, 1989.

He had been assigned at Vice President level in charge of OEM sales, Industrial sales, and Institutional sales, moving to those responsibilities from his prior position in software/developer support, now handled by Antonio Salerno. Sig spent much of his time away from his primary responsibilities in order to be the primary public speaker for Atari.

Sig has regularly charmed audiences at Atarifests and shows with his views and information about Atari, and generally has been able to thaw the chilliest of listeners into feeling good about the company. As the only effective public speaker offered by Atari since the variable but very public Neil Harris, Sig has been in high demand.

Fortunately for Atari and audiences alike, Bob Brodie (new User Group/Show Coordinator) has proven to be a thoroughly enjoyable and effective speaker at several recent events. He spoke to an assembly of 200 users from 5 groups last month in New Jersey, and shared the "Official" Atari seminar duties at the WAACE Atarifest with Sig. Bob seems to be the heir apparent for the "image" jobs to come.

Sig has hinted widely about retiring for some time. At the April 1989 World Of Atari show at Disneyland, Sig spoke of introducing the "new blood" who would be shaping Atari's future. He shared the podium then with Mike Dendo (VP Sales) and Joe Mendolia (VP Marketing), both of whom have since resigned from Atari. "Sam (Tramiel, Atari Corp CEO) and Jack (Tramiel, Atari owner and Chairman of the Board) don't think I have suffered enough yet", Sig joked then, "so I have to work a while longer." Private comments indicated that the retirement would come within a year at that time.

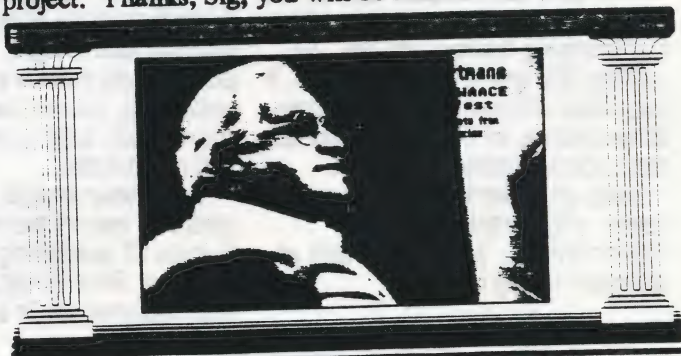
More retirement talk came up this summer when in an enthusiastic moment, Sig declared that if the Portfolio and Stacy were not available for sale by the end of Sep-

tember, he would resign. Although the Portfolio nearly made it on that schedule, the Stacy is tied up in FCC testing for some time to come. We've been assured that this is not the reason for Sig's retirement, of course.

Although it may well have been the lack of an appropriate replacement for Sig on the speaking circuit that kept Sig from setting a date until now, November 1 is the fifth anniversary of Sig's employment at Atari, and his stock and benefits fully vest at that time. Sig worked with the Tramiels at Commodore before they bought Atari, and before that was instrumental in a total overhaul and turnaround at TRW.

Sig Hartmann's plans for the future are not settled, but may include some additional service to Atari. It is expected that he will attend COMDEX in November (Las Vegas) for fun and to see both new products and old friends. Not one to sit for long, Sig has mentioned moving to Germany (either to work or just to relax) as a serious option. (It is said that Sig was offered a top management position with Atari Germany last year.) For the present, Sig hopes to finally be able to spend some time at his suburban Los Angeles home without having to constantly commute to Sunnyvale, some 300+ miles up the Pacific coast.

The Press and Atari owners across America have all appreciated the human side of Atari that Sig was able to project. Thanks, Sig, you will be missed! ●



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# Z\*Net Newswire



☞ H. Michael (Mike) Morand joined Atari on September 25, 1989 as the President of Atari Computer (U.S.). Mike will be responsible for all operational aspects of Atari Computer sales, marketing, distribution and administration within the United States. Mike joins Atari from AST Research, Inc., where he was Vice President of Systems Marketing and was responsible for launching their desktop computer products (memory expansion boards, multi-function systems, etc.) into the market. In addition, Mike was in charge of AST's advertising, public relations, and reseller development. He has also worked for Xerox Corporation, Scientific Data Systems, Data Card Corporation, MSI Data Corporation, and Litton Systems, and has over 25 years experience in the computer industry.

☞ Atari Vice President and popular speaker Sig Hartmann is retiring this month. See the full story in this issue of Z\*Net.

☞ Atari's User Group Coordinator, Bob Brodie, again requests that user group officers send in all the information about their group including the groups name, address (preferably a Post Office Box), a contact name, and phone number. In the coming month, a revised user group listing will be made available - don't be left out! Contact Bob at Atari Corp, (408) 745-2052

☞ As reported online by ST-ZMAG-AZINE last month, entertainment software developer EPYX is laying off some of its work force and changing its focus to developing video games. This layoff will bring the employee count down from nearly 100 to only 16. As reported earlier this year, Epyx designed and developed the Atari Lynx, hand held video game system. Epyx plans to continue developing games for the new Atari machine, scheduled for availability in November 1989.

☞ The Atari Portfolio has been shipping for about a month now. This new hand held computer comes complete with 5 software packages. Word has been spreading fast throughout all areas of the country because of the advertising blitz funded by Atari! The Wall Street Journal, New York Times and USA Today are just a few of the publications recently including Atari advertising. Word of huge orders (as many as half a million units to a single client who hopes to integrate the system into their national services) are being met with both excitement and worries. There is

some doubt that Atari can provide sufficient units soon enough to accept some of the larger orders! It may be that the Portfolio will become the biggest success story for Atari since the original 2600.

☞ Although shaken well in the San Francisco earthquake in October, no injuries or serious damages to Atari's Sunnyvale headquarters were sustained. Power, water, and phone disruption were the main problems. Sunnyvale is only about 15 miles from the epicenter of the quake, actually much closer than the areas of Oakland and San Francisco that were destroyed. Just a block away from the Atari headquarters is a large NASA satellite tracking system. Fears of damages there caused a delay in the launch plans for the US space shuttle, which did launch successfully a day later.

At the time of this writing, reports indicated that the Tramiel residence had suffered some serious damage from the quake.

## 8-bit News

☞ Roy Goldman, updating the status of Daisy-Dot 3, a revision of his multi-font letter quality printing software for dot matrix printers and Atari 8-bit computers: Commands for controlling left & right margins, hanging indents, changing densities, centering, flush right, justification, four different character widths, hard spaces, hard hyphens, and changing fonts are all finished. Up next are multiple height options and a new tabbing system that should eliminate almost every alignment problem. Daisy-Dot 3 might be shipping in January 1990.

☞ Work continues on a new version of TextPro, an immensely popular public domain word processor for the 8-bit Atari. According to programmer Ron Riche, a beta version should now be available. Says Riche, "If I encounter no problems, this version will run from high memory and use all RAM underneath as buffer space. The lower the MEMLO the bigger the buffer. The new version also has a couple of extra goodies, a control lock, fancy screen print, and a number of bug fixes from the original that were never taken care of."

☞ Diamond's Alan Reeve recently announced that Diamond Write has started shipping as version 1.0. This version includes different fonts, mixing styles, search and replace, 80 column,

graphics printout, ruler and more. A spell checker and XEP80 support has not been included, but a spell checker will added shortly and become available free as an upgrade. Diamond is a graphics operating system in a stackable cart that gives the 8-bit Atari mouse-controlled operation similar to an ST. Reeve-soft, 312-393-2317.

☞ Where is GOE, the "other" graphics operating system for the 8-bit today? ZMAG has been trying to contact Total Control Systems for almost 6 months. The last conversation we had with David Sullivan was back in January. We wonder how many people have sent money for the product (offered via advance sales a full year ago this month) and also wonder if the funds have been returned. If you have any information on the current status of Mr. Sullivan, please let us know!

☞ DataQue, the maker of the Turbo 816 replacement CPU and operating system for the 8-bit Atari, has announced the first program for the product. Turbo-Calc is a spreadsheet program with the following features: Runs on XL/XE with 32k or 64k of RAM, 400/800 with revision B Atari OS and at least 32k RAM, Turbo-816 Systems using Standard RAM or Expanded RAM. Uses up to 8Mb of Expanded RAM, 64 Rows by 64 Columns Cell Grid, Shell to DOS (using MEM.SAV or equivalent if needed by your DOS), compatible with DOS 2.x, MYDOS, DOSXL, SpartaDOS, or SPX (Standard memory model with 48k or less of expanded with SPX). Automatic detection of memory type available, cell (block) move, copy, delete, kill, and edit. It runs under Turbo-View Windowing Environment (FAST!!!) and all commands also have HOT key equivalents. Many help screens available via hot key or Turbo-View. Cartridge based, it works with hard drives or Floppy Systems. Suggested retail price will range between \$30 and \$40.00. Look for its release this month.

☞ Keith Ledbetter has shipped the first batch of Express! terminal cartridges. The stackable cart for the 8-bit Atari gives unparalleled power in an instant-load package. A disk drive is not even required for simple terminal use with any standard Hayes compatible modem. It supports numerous batch transfer protocols at speeds up to 19,200 baud, and it will also work with Atari 1030, XM301, and SX212 direct con-

Continued on next page ☞





nect modems. Featuring windows and drop down menus (although NOT using a mouse), it's quite easy to use. \$69.95 from Orion Microsystems, 2211 Planters Row Drive, Midlothian, Virginia 23113.

Computer Shopper Magazine will end its long support for the 8-bit Atari and other older computer lines with its December 1989 issue. New Editor Bob Lindstrom is an Atari ST owner himself, and appreciates the power of the small computer as well, but has had no advertisers that seem to be concerned over the older units. The dropping of the "classic computers" is part of a refocusing of Computer Shopper, a 700 page monthly magazine that still will carry ST material, often with 5 or more articles per month. IBM and MAC will be the main direction now, with some additional Atari ST, Amiga, and Apple II coverage. These last three are in danger of also being dropped if sales and interest remain sluggish. The point seems to be, if it doesn't sell ads, they don't need the circulation that the small computers might satisfy.

Late news: John Anderson, former editor of Computer Shopper and long-time Atari supporter, most recently acting as Senior Editor of MacUser magazine, was reported killed in the San Francisco earthquake.

## ST News

Soft-Aware Releases  
INFORMER II, a Data/Graphics Manager for the ST. INFORMER II utilizes concepts found in word processors, forms managers, report writers, and spread-sheet programs without the burden of programming. Creation and duplication of data and graphic oriented applications such as invoicing or realtor listings is commonplace. The three disk system comes with a full-sized 120+ page illustrated manual containing three tutorial training sessions. Soft-Aware Unlimited, 334 "B" N. Euclid Ave., Up-land, CA, 91786, 714-982-8409, FAX 714-985-2348.

Neocept has discovered a VIRUS on all of the WordUp v2.0 upgrades and new packages with serial numbers from WUP004000 to WUP004249. This virus itself is harmless and does nothing more than copy itself to the boot sector of all disks that are accessed. This will, however, ruin self-booting disks as well as making IBM compatible disks fail to be readable on an IBM. It is also possible that this virus could be the "key" to activate some

other virus, or that this virus interacts to duplicate some other virus. However, Neocept has already disassembled and looked closely at the virus, and can find no indication of how it might act as a "key". To be safe, users should clear out all but the first 32 bytes of the boot sectors of their WordUp disks, using a disk editor or a virus killing program, such as VKILLER. Viruses like this one have completely taken over some disk collections without the owner ever knowing it. Club libraries are also falling victim. CHECK ALL OF YOUR DISKS NOW!!!

Fast Technologies Q & A's from recent Online Conference with Jim Allen, Jr., discussing their Turbo 16 process accelerator:

Q: What type of processes get sped up the most & which ones the least??

A: Printing postscript, arc/unarc, assembling/compiling from ram disk, PC DITTO type emulations, are all sped up the most. Communications and digitizers are sped up the least.

Q: What would the advantage be to have a blitter and the T16?

A: The blitter can help a lot with basic graphic operations, but the software has to be good. TurboST 1.6 is an example that really uses the blitter, Tempus is another program. It can get you another 10-15% speedup. It is a specialized device though, so only certain graphic operations are helped, for instance drawing straight lines like in window boxes. It is all a price performance calculation, benchmarks are available that show the worth of the blitter, you have to make your own decision.

Q: Are there certain models of ST's that may have trouble with T16?

A: There are some memory upgrades in old 520 STs that hang over the 68000 and block any upgrade to the processor, but there are some that don't. There is no machine that we don't fit in, including the STacy.

## Z\*NET EUROPEAN NEWSWIRE

(Editors Note: Please be aware that the following is a EUROPEAN REPORT and software releases discussed here are NOT necessarily available in the United States, now or ever!)

Audio Visual Research will be releasing a 16-bit stereo sampler this month. This system has been designed for professional musicians. AVR is the same company which previously released ST Replay. AVR will also be releasing a monochrome package called the ST14 which includes 12 bit sampling

with 14 bit output. Microdeal, the current publishers of ST Replay 4 will be releasing Replay Professional, a new designed cartridge and software that includes a cut and paste buffer.

Third Coast Technologies is offering an internal hard disk upgrade for the Mega ST. The configuration consists of an ICD SCSI host adapter, 3 1/2 hard drive mechanism inside the Mega case. This upgrade involves screwing the upgrade under the metal shield, and some slight modification to the Mega case. Power is supplied and can be handled from with Mega power supply which can handle up to a 100 meg capacity.

Computer Shopper Magazine will be sponsoring a show November 24- 26, 1989 at the Alexandra Palace in London, England. 250 vendors are scheduled to appear and support every make of computer.

Early 1990 is the date set for the UK release of the TT. The TT (TT030/2), includes a 68030 at 16MHz, 2 MBRam, 30MB Hard Disk, and VGA standard color monitor. The resident operating system called TOS030, will be a variation of the current TOS1.4. Not included is the Unix multi-tasking operating system or the PC emulator.

The 1040 should be phased out during March/April 1990 and replaced by the once called "ST Plus" or "Enhanced ST" now called 1040STE. The STE will include 1 MBRam, fast hardware scrolling, 4096 color palette, 8-bit stereo PCM sound, TOS1.4 operating system, and four SIMM (single in line memory module) for easy expansion to 4Mb.

New game announcements this month: Iron Lord, Dynamite Dux, Blood Money, Strider, Promised Lands, Xenon II, Conflict Europe, Curse of The Mummy, and Sword of Aragon.

Moonwalker, the game endorsed by Michael Jackson will be available this month. The story line of the game follows and features some of the hits records Jackson recorded.

Atari Games is planning to release another five games. Enterprise - a planet game, Grand Prix - a racing game, Hell Raider - an interstellar piloting game, Starbreaker - rid your colonies of unwanted visitors, and Prince - an action/strategy game. Look for Prince as the first release.

Continued on next page





## Z\*Net Newswire - continued



Atari's BattleScapes label has announced the follow up to the successful game Borodino, Armada. This is the next installment of the popular wargame series.

Sierra On-Line has announced nine new games, the list starts with the late October release of Sleephead, an action arcade game. This month will see the release of Hero's Quest, the user sets up his character's attributes and fights off dragons, orcs, goblins and free the land of a terrible curse. In December, look for two releases: Hoyle's Book of Games, which includes four popular card games like Gin Rummy, Old Maid and Cribbage. The return of Leisure Suit Larry with a twist. February's releases consist of Manhunter in San Francisco and Codename: Iceman. Two more releases follow in March with Conquest of Camelot with the user as King Arthur, and followed by The Colonel's Banquest.

### The Competition

NEC Home Electronics will begin shipping the ProSpeed CSX, next month. It is said to be the first color laptop computer available in the United States. The ProSpeed CSX measures 15 inches across, 14.4 inches deep and 4 inches high. It weighs 18.5 pounds, including its built-in power supply. The basic system, at \$8,499, comes with two meg of RAM, a 42MB hard disk and a 1.44MB floppy disk drive. Configured with a 100MB hard disk, the system costs \$9,499.

Tandy Corp. announced four new computer products last month, the Tandy 1100 FD, a lightweight, inexpensive PC compatible notebook computer; FaxMate, an easy-to-use FAX system for PCs; Open Desktop, a graphical user interface for UNIX-based systems; and GRIDPad, a four-pound portable computer that uses handwritten input.

A new international standard for data compression in high-speed modems has been approved by Study Group XVII of the Consultative Committee on International Telegraph & Telephone, an international telecommunication organization. Hayes Microcomputer Products Inc. announced support of the new standard for its V-series system products, the new standard - called CCITT V.42bis - "specifies the data compression technique used to increase throughput of modems incorporating the LAPM error-control protocol, bringing an average of three-to-one data compression capabilities and as much as four-to-one on

some files to the V-series system products." Microsoft has received a patent covering technology for connecting a mouse to a personal computer without the need for an external power supply. Microsoft already holds a patent for the external design of the the Microsoft Mouse.

Nintendo has received another patent on its Nintendo Entertainment System game machine, this one related to an earlier patent that describes a system for preventing the play of unauthorized game cartridges on the console.

Nintendo is teaming up with Fidelity Investments to create an online system to deliver financial services to American and Canadian homes via the Nintendo Entertainment System machines. The system will be available in the second half of next year and will include personal portfolio management, trading of securities and mutual funds and access to financial markets. Two years ago, Nintendo introduced a network enhancement to its entertainment system in Ja-

pan and offers a similar online home trading financial services system there in an agreement with Nomura Securities Co Ltd.

Another Nintendo announcement last month claims that it will raise its monthly output of Gameboy video game machines from 300,000 units per month to 400,000 per month by the end of the year. Nintendo has sold 710,000 Gameboys since April. In the US, 450,000 Gameboys have been sold since it began shipping here at the end of July. Nintendo sells the hand-held video game for \$109.95 in the US. ●

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# Innovative Concepts

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The Graphics Image Scanner for the Atari 8-bits! Now, Easy Scan II is even better! Supports graphics modes 8, 9, 10, 11, and 15. Saves images in the standard 62 sector format. Excellent for: User Groups, clubs, churches, and others! Use with: Banners, flyers, posters, and more! Requires - XL/XE/XE-GS with 128K (or more) and Epson graphics capable printer. **Only: \$99.95**

## Print Shop Drivers

Now you use your "incompatible" printer, with Print Shop and Print Shop Companion! Does NOT modify your original disks!  
**Only: \$14.95 each**, for your choice of the following printers:  
Atari 1020 Printer/Plotter (in 1 of 4 colors!), Okimate 10 (black only), Epson LQ-500/800 (24-pin compatibles)

## Memory Upgrades

Memory Upgrades are NOW affordable again! All kits below INCLUDE RAMs and software! 128K & 192K upgrades are 100%-130XE Compatible. 256K and higher upgrades INCLUDE our Ramdrive Utility Package!

Computer	Product Name	Description	Price
600XL	Ramdrive + 64K	(16K to 64K)	\$29.95
800XL	Ramdrive + XL to XE	(64K to 128K)	\$49.95
800XL	Ramdrive + XL	(64K to 256K)	\$79.95
65XE	Ramdrive + 128K	(64K to 128K)	\$39.95
65XE	Ramdrive + 320K	(64K to 320K)	\$79.95
130XE	Ramdrive + 192K	(128K to 192K)	\$39.95
130XE	Ramdrive + XE	(128K to 320K)	\$69.95
130XE	Ramdrive + 576K	(320K to 576K)	\$69.95
XE-GS	Ramdrive + XE-GM1	(64K to 128K)	\$49.95
XE-GS	Ramdrive + XE-GM2	(128K to 192K)	\$39.95

## XF35 Kit

Now, XF551 owners can convert their drive to the newer 3.5" format, and have a MASSIVE 720K of storage! Works with MYDOS, SpartaDOS, and the SpartaDOS X cartridge. Excellent for: BBS use, Hard Drive backup, or use as a "mini hard drive"! Includes Upgrade ROM, adapting cables and complete instructions. (3.5" drive and cage not included) **SALE Price: \$29.95**

## Happy Doubler

Happy 1050 owners can now program their drives to be fully compatible with ICD's U.S. Doubler, including formatting disks in the U.S. skew! Also allows you to re-program the drive numbers up to D8! Completely software based, only 1 needed for as many Happy 1050s as you may have! Also includes FREE Happy and Doubler type utilities! **Only: \$19.95**

## Imitator Controller

Happy 1050 owners can now go from the Fast or Slow modes, with the flick of a switch! Has another switch for write-protect, meaning "no more disks to notch!" Also has a two-color LED for monitoring the write-protect status. Easy to install. NO soldering required! **Only: \$39.95**

## IC1050 Controller

For ALL 1050 drives - Similar to our Imitator Controller, except without fast/slow switch. **Only \$29.95**

## SIO Port Box

Has 4 SIO ports to solve the weak signal problems, by allowing you to plug multiple peripherals in one box. Also solves the "dead end" peripherals, like the 410, XM301, and most printer interfaces. NO power required. **Only: \$39.95**

## SIO Switch Box

Allows you to control 2 computers with one peripheral setup. OR, 1 computer with 2 peripheral setups! Has 3 SIO ports and a switch for: 2-in and 1-out OR 1-in and 2-out. Also solves the problem of using 2 devices that draw their power from the computer. (like the XM301 Modem, PR Connection, and most printer interfaces). NO power required. **Only: \$49.95**

## ICX-85 Keypad

Finally, a numeric keypad for the 8-bits, that does NOT require the use of handlers! Works with ALL your software! Excellent for: programmers, spreadsheets, data base, and more! Deluxe version (for XL/XE/XE-GS) has the 1200XL Function Keys (F1-F4) also. ICX-85 Kit (requires Hong Kong made CX-85) - **\$29.95**  
CX-85 Keypad - **\$49.95** Deluxe CX-85 Keypad - **\$69.95**

## Modem Mouth

A small device that allows modems that do NOT have an internal speaker (like the 1030 and AvateX) to "hear" what is going on! (busy signals, disconnects, recordings, etc.) Also works as a phone line monitor. Easy to use, just plugs in. **Only: \$29.95**

## Xformer Cable

Now, along with the Xformer Software (available separately from Darek Mihocka), you can run many Atari 8-bit programs on your ST or Mega! Allows you to plug an 8-bit disk drive or printer into the ST or Mega! Also works for transferring text and AMS music files as well. **Only: \$19.95**

## Ordering Information

USA - Add \$3.50 for S&H. COD is available for \$3.00 extra.  
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# D.C. ATARIFEST 89

## THE EAST COAST'S PREMIER ATARI EVENT

BY BRUCE HANSFORD

The Washington Area Atari Computer Enthusiasts (WAACE), a confederation of nine Atari user groups in the Washington DC area, produced another Atarifest last month that made just about everybody involved happy. The show was held on October 7th and 8th at Fairfax High School in Fairfax, Virginia, an affluent suburb of DC. Show honcho, John (JD) Barnes, indicated that there is a good possibility that next year's show will be a full-blown, professional level show, held in a hotel in the Northern Virginia area.

The show drew more vendors and developers than the WAACE folks were expecting. Trying to accommodate, they offered space to vendors that signed up after the main display room was filled to capacity. The auxiliary vendor room was a small gymnasium (with a LOUD PA. system) at one end of the school which, unfortunately, was a bit too far off the beaten path to get much traffic. After listening to the vendors' complaints, the Atarifest crew made space in the main room and entrance hallways for those vendors to set up on the second day of the show.

According to Barnes, the show brought in about 3000 individuals looking for terrific bargains (plenty to be had), new products to check out (a few), and Atari well-knowns to hob-nob with (some of them, too). Unfortunately, WAACE's advertising budget was depleted before they had an opportunity to expose the show to the "un-enlightened masses" of non-Atari owners. However, the show had much to offer to those Atari folks who survived the outrageous DC-area traffic.

The developers present showing their wares included Toad Computers (Toadfile 44), WinterTech (Computer Guide to the Solar System), Softfreak (Turbo ST), CodeHead Software (MultiDesk, G+Plus, etc.), I.C.D. (hard disks), MichIron (PC Speed, Fleet Street Publisher, etc.), Seymour Radix (IMG-Scan, DVT VCR Backup), Gribnif Software (NeoDesk), Xlent Software, Double-Click (Double-Click Utilities), Magnetic Images (Lost Dutchman Mine), Abacus (BeckerCAD ST), BEST Electronics (BEST Mouse), Rock Digital (.ACCESS!), 1st STOP Computer Systems Ltd (DupliTwix Blitz), Lantech, Strata Software (STalker & STeno), Diverse Data Products (drives), Application & Design (A&D) Software (Universal Item Selector), Fast Technologies (Turbo16), and of course Atari Corporation (You Know). Among those who didn't make it (and everybody noticed) were MiGraph and Avant Garde.

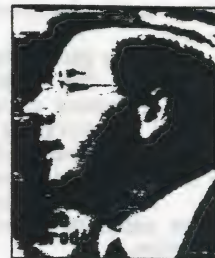
Others displays and demos included ST-Log Magazine, ST Informer Magazine, Current Notes Magazine, Status Disk Magazine, Unicorn Publications (Atari Interface Magazine), Diskcovery, ZMag/Z\*Net, GENie, ST Plug, Accusoft (public domain disks), and several DC area dealers offering their products at discount prices. Dave and Sandy Small (sans offspring) were representing Gadgets by Small with their new Spectre GCR in the Mac Emulation Room. Sandy said the GCR had been shipping for two weeks (but not to distributors yet). Ralph Mariano, the editor of ST Report, made his public debut with his own seminar. Nathan Potechin, president of ISD (Calamus, DynaCADD), was also present but not showing any products.

Some of the new products being shown besides the GCR included: DC Utilities from Double-Click Software, a

set of very useful and unique programs to enhance your ST, .ACCESS! from Rock Digital, a new window-based command line interpreter desk accessory; DupliTwix Blitz from 1st STOP Computer Systems Ltd, a high-speed, low-cost disk duplicator; NeoDesk 2.05 from Gribnif, a minor upgrade to a major ST program; STalker/STeno from Strata Software, a nifty background terminal emulator accessory with accompanying word processor DA. Noticeably absent were the highly-touted FatBack hard-disk backup utility from CodeHead, and Universal Item Selector III from A&D, neither of which were finished in time for the show.

Atari was represented by Sig Hartmann and Bob Brodie, the new Atari user group coordinator. Sig made his last major public appearance prior to his November 1st retirement. Bob made his first major public appearance and seemed to be doing a terrific job. They showed the Portfolio (being sold everywhere now), and the Stacy (being sold nowhere now).

Practically all the spectators, vendors, and developers queried had positive comments about the show and enjoyed it. All in all, the show was a considerable success, and this writer hopes the WAACE folks continue their highly-appreciated efforts next year. ●



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# The Club Room – Financial Planning

by John Nagy

(Each month, Z\*Net looks at ways and means of keeping our Atari Clubs thriving. If your club does something unusual that other clubs could learn from, PLEASE send it to us for our next CLUB ROOM!)

Do clubs go under because they go broke, or do they go broke because they are going under? And how important is money in operating a successful club? These questions are not a circular as they sound. Financial management can and does make or break clubs, and like in "real life", money in the bank may not buy happiness, but it can sure help satisfy members.

## DUES

Some clubs try to keep their yearly dues very low in hopes of being attractive. Dues as low as \$5 a year may sound good, but if they cripple the activities that the club can muster, the member may not even get what he pays for and will disappear anyway. Without sufficient income, it is very hard to put out a satisfactory newsletter, support a BBS, or even to buy disks for a club library. It can be done, however, if the group is small and the newsletter can be run off for free at someone's business. Still, it may be hard to be taken seriously by members or potential members if the dues are trivial. People perform and expect performance in proportion to what they pay.

Other groups have dues of \$20, \$25, or even more per year. While the high membership fee may indeed keep potential members scared off, some of these clubs have done quite well by providing services above and beyond the usual. An eye must be kept out for what the membership perceives at their return on their investment.

Most clubs today charge from \$12 to \$18 a year, which provides adequate operating capital without being much of a disincentive.

When does your group charge dues? Some have an annual dues date, when every member pays for the entire year ahead. This may seem like a natural event at first, since all the founding members pay at the start of formal operation. Then, as more members are added, they pay pro-rated against the rest of the year, to catch up on the next annual dues date. This kind of dues structure can be catastrophic to a club! If costs go up or unforeseen expenses occur, even the most careful treasurer can't stretch the "bundled" income to make it to the next anniversary. Then, after perhaps several months without club publications or activities, many members may think it unwise to chance it on another year. So, the club goes quickly from out of money to out of members. Even if the money does last until the anniversary, the club's hands are tied if proposals for new projects arise. Finally, it creates a really strange attitude to tell a prospective member "Dues are \$8 this month, but if you join next month, it'll be \$6.75."

A more stable approach is to charge the same amount no matter when a member joins, and charge them again when they renew. After a year or two, the money starts coming in quite evenly through the year, making budgeting easier. Also, if a need arises to raise dues, it can be done at any time. It can even become an incentive: "Join before January and save \$5!" The accounting and membership information is really not much different in either system, and the magazine-subscription style revolving membership creates a more stable club... there is no logical annual "drop dead date".

## LIBRARIES

A major source of income for many clubs are their disk libraries. Properly organized public domain disk sales can provide support for expanding the library services and even for club subscriptions to magazines and online services. The prices for disks can be low and still attractive. With bulk disks well under a dollar for ST and 8-bit both, library prices of \$5 and less are typical and provide the buyer with excellent value

for the service. Prices below \$2 are possible, but may not provide the club enough return to keep up the expenses of running the library. "Borrowing" a disk drive from the librarian for making copies may be fine... until that drive needs repair!

Some clubs maintain a disk library and allow free copies to be made at meetings. While this may benefit the copiers, it does little to help the financial stability of the club. Others engage in a risky business of actually lending out the library disks. Damage, loss, and viruses soon reduce these libraries to less than a selling point for membership. To charge enough in dues to allow for these kinds of service may seriously disadvantage potential members who cannot or chose not to come to meetings... but who wish to use the other services. Be sure your library supports itself... and more.

## PUBLICATIONS

The first thing to go when money is tight in a club seems to be the newsletter. It is a natural choice, since it is a monthly expense of significant size. However, for members who are not in the mainstream of the club activities, the newsletter is the main "product" that the club offers them each month. When reading the newsletter, a member may choose not to involve himself in particular meetings or shows, but knowing they are going on and that he could at any time take advantage of them may be all he needs to know that his membership is worthwhile. Take away the monthly information, and to half of your membership, it is just as though you closed the club altogether. Don't expect too many renewals if your club has a sporadic or "missing" newsletter! On the other hand, a really good newsletter can create and hold membership all by itself.

## SIZE

How big does a club need to be to be stable? Well, that varies widely, but meetings are best when at least 30 people attend, and get better with more. That means a membership of about 60-100 will sustain good meetings. They will also provide sufficient capital to pay for the ongoing expenses of an active club and a satisfactory newsletter. Smaller groups may be able to find ways to economize. Larger groups may be able to take advantage of bulk mail rates (200 pieces per mailing) and reduce their postage costs to 1/5 the first class rates! This is a significant reason to consider "sharing" a larger newsletter with one or two other clubs. (Z\*Net rebates kick in after 100 issues as well!)

## OTHER INCOME

Clubs have opportunities to earn additional money at shows and Atarifests through more sales from their PD libraries. At recent shows, a neighboring club averaged near \$1,000 in sales! Our own club (CHAOS in Lansing, Michigan) arranged to show and sell a new product, the VIDI-ST, and earned hundreds of dollars for the club.

With more money in a treasury, a club can take advantage of special deals when they become available. Our club found a terrific sale on memory chips a few years ago and bought enough to pass savings on to our members for over a year... at a slight profit! We also provide club owned systems for our librarians... a real incentive for the effort it takes to keep up. Our club owns the entire BBS system and pays the phone bill and upkeep. We pay for GEnie and Compuserve time, and subscribe to several magazines for our publication library. We do it all with under 150 members... most of whom will renew again and again because of the service they have available from their club.

While a club does not rotate around money, money can indeed keep things spinning. Take some time to plan your club's financial future, and it will be healthier for it! ●



# ATARI 8-Bit PD SHELF: THE X-COM WEDGE v2.0

Programmed and Reviewed by Ed Bachman

An extended command set utility for SpartaDOS 3.2d and XL/XE's with at least 128k of ram.

The Wedge is a utility, or actually a whole gaggle of utilities in one package. It performs a range of operations, from viewing arc files, moving files, peeks and pokes, a file reader, a file locator, to various Sparta-specific functions. The "icing on the cake" so to speak, is the fact that once installed all these functions become "resident" or internal commands to the SpartaDOS command processor. Better still, the majority of these commands are NOT destructive to memory, unlike most stand alone utilities.

The 1.x series of the Wedge was an attempt at consolidating varying utilities, but at an enormous memory cost (hey, you have to put the code somewhere!). Hence version 2.x of the Wedge, which bumps memio by less than 200 bytes. This is accomplished by placing the bulk of the code out in extended ram. This requires a system of 128k or more, however, this extra space also allows the wedge to be much more powerful than a stand alone utility. Better yet, all of the work performed by the Wedge is done in extended ram, effectively preserving memory in the main bank. This allows for a variety of normally memory destructive tasks to be done, without harming any programs or data in the main bank of memory.

## Some Wedge features:

The Wedge adds 17 "extended" commands to the command processor in SpartaDOS 3.2d. It will add an additional three commands if it finds a Multi I/O unit on line as well. Here are some of the features the Wedge makes

- \* A "paged" file reader
- \* An ARC/ALF file viewer
- \* Hex and decimal conversions
- \* Peeks and pokes
- \* Identify files
- \* Find files
- \* Protected copy, not memory destructive
- \* Count files
- \* Double column directories
- \* Move files
- \* Rename sub dirs
- \* Erase files w/query and more.

MIO users will also have a resident DSWAP, lock MIO drive function, and direct access to the MIO menu which does not coldstart the computer should you have a cart installed.

The Wedge works well under a variety of applications and programming environments. Although it is a resident utility, it can be removed at any time for programs that require the extended ram for its own uses. If I sound enthusiastic about the Wedge it's because I am! I believe you'll find this to be a very useful utility, and after a time, somewhat habit forming. <grin>

The Wedge is shareware, and can be found on BBSes across the country. The most current revision is always available on my support board, The Atari Computer Users Technical Exchange, The ACUTE bbs 215-261-0620. ●

Floppy Disk Drive Connections  
For connecting 5 1/4" drive to Atari ST connector.

## PARTS LIST

ST Drive cable (1/2).  
34 line ribbon cable.  
IBM type drive.  
34 line edge connector.  
7404 HEX Inverter.  
14 pin IC socket.  
IC board.  
Solder.  
22 GA. stranded wire.  
Female IBM power, supply connector.  
IBM type drive power, supply.

Part No.	Cost
276-1882	.99
276-1999	.89
276-159A	1.49
276-1564	4.95

ATARI ST  
Drive B  
DIN-14  
Connector

Pin No.	description	Pin No.	Pin No.	Pin No.
1	Read Data			38
2	Side B Select			32
3	Ground			All odd
4	Index			8
5	Drive Select	1		
		2	3	
	Drive Select	4		12
6	Not used for B			NC
7	Ground			All odd
8	Motor ON			16
9	Direction IN			18
10	STEP			20
11	Write Data			22
12	Write Gate			24
13	Track 00			26
14	Write Protect			28
		7		2; -5v
		14		4; +5v

Note: Some drives require a program like SIXMS.PRG to slow down the seek rate.  
Hex Inverter is Radio Shack Part Number 276-1882, TTL INTEGRATED CIRCUIT  
Hex Inverter pin numbers not shown are NOT connected.

R.R. Weldin Newark, DE  
Credits:  
D. Worley; Consultant

STAG (ST Atari User Group)  
ST BBS Delaware (302) 378-2277  
1200-9600 baud, 24 Hours a day



# ATARI ST PD SHELF

Reviewed by Alice Amore

**GDOS1A, GDOS1B, GDOS1C:** These files contain a bounty of 90 x 90 DPI GDOS-format fonts converted from the Macintosh. An ASSIGN.SYS file is included. The fonts were converted by Howard Chu using Neoccept's FONTZ! program.

**IMG-CATF:** The Cryptic Wizard (Chet Walters) has brought us many exceptional shareware programs, not the least of which is PM-CAT, a cataloguer for PrintMaster graphics. This time he's written IMG-CATF, which will catalog .IMG files. .IMG files in specified folders are dumped to the printer in configurable formats, such as 6, 12, or 15 per page, borders on/off, preserve/ignore aspect ratio, and set fonts. Since this is the demo version, it doesn't do much except display the many program options. For a paltry \$10., you can send for the full working version. If your collection of .IMG files are numerous and/or disorganized, this could be the best \$10 you spend on computer-related STuff. (When looking for this demo, make sure you get IMG-CATF and not earlier versions of this demo. Compatibility problems plagued the earlier versions.)

**MIDILESN:** contains eight mini-lessons designed to introduce the computer user to the ins and outs of MIDI. The author of these lessons, Morris Miller, has a solid writing style, and encourages user groups to include his lessons as a continuing series in newsletters and lectures.

**VHSCROLL:** This file (which was inspired by the information contained in VIDEO.BAS by Mike Stepanky) contains two programs which will scroll picture files made with NEOChrome or D.E.G.A.S. One program scrolls horizontally, the other vertically. These programs could be used for text demos, especially if a timer were programmed in. Uploaded by M. Hughes.

**HAIRSTYL:** Looking for a money-maker? This demo will explain how you can use your ST, a suitable digitizer, a drawing program, and a Polaroid camera, for a money-making venture: previewing hair styles on digitized faces for a fee. The commercial version, "Computer Safari's Hair Style System" contains 130 female hair styles in DEGAS PC1 format, and 40 pages of hair style screen shots. We applaud Computer Safari for finding this unique, necessary, and possibly lucrative application for the Atari ST.

**TEX (01 thru 48):** This monster collection of files, totaling close to 5 megs in size, requires at least 1 meg of memory and one double-sided drive. TeX (pronounced "tech") is a document processor/typesetter that is common to many computers. It contains its own fully-programmable language, and is used primarily for typesetting documents containing complex equations and diagrams. TeX isn't for everyone, but if you happen to be typesetting a math book (who isn't?), you'll need it. Mono only.

**FILENAMR:** Here's another winner from Tom Hayslett. "File Namer" will let you change an existing filename to include any of the ST's 256 ASCII codes. Now you, too, can include the Atari fuji symbol in your filenames! ASCII codes and normal "keyboard"

symbols can be easily combined. You'll like the results.

**MERRIEM:** Speaking of Tom Hayslett, here's the ultimate .SND file. MERRIEM, familiar to just about everyone, is the digitized soundtrack from the beginning of all Merrie Melodies cartoons from Warner Bros. For best results, use UNIPLAY to hear this peppy number.

**ZOO-201G:** Are you sick of new/different archiving formats yet? If not, check this file to see if ZOO's for you. All the necessary archiving utilities are here, plus a text file comparing ARC/ZOO. Some of the advantages of ZOO are its speed, the ability to store complete directories, and the repairing of damaged archives. The ZOO utilities were written by Rahul Dhesi, and implemented for the ST by Daan Josephus Jitta.

**INF2DEMO, INF2HELP, INF2TUTR:** INFORMER II, a database system from Soft-Aware, Unlimited, is a program available commercially. These three files contain a demo version which has a few features missing, does not save, and holds only 3K of data. Nevertheless, you can get a good idea of the program's many features (graphics included) by taking a look at this demo.

**GEMRED:** "GEM Redirect" will redirect output from TOS applications to a disk file or to the printer. This is especially useful for programmers who wish to redirect STDIN and STDOUT without using a command line shell. Written by Jim Kershner in Modula-2.

**SCAN-RSC:** This is a resource file viewer and lister. After loading a resource file, you can view the "trees" or print a listing of file statistics. Shareware from Dr. Bob.

**CHECKING:** which runs in color or mono, will manage one or several checking accounts. After your entries are made, they can be balanced, listed, printed, edited, and more. CHECKING requires GFA BASIC 3.0 or the PD run-only GFABASRO.PRG.

**BIGPIC:** is a little program which lets you blow up low resolution DEGAS (.PI1) pictures and view them a quadrant at a time. BIGPIC was written in GFA BASIC.

**ECOLOGY:** Little is known about ECOLOGY. A never-released commercial game by Ocean, ECO has no documentation, although there is a built-in help screen listing joystick/keyboard commands. It's too bad this one never was completed; its graphics and sound (MIDI, if desired) are impressive.

**JIGSAW20:** "Electronic Jigsaw Puzzle, ver. 2.0" has had a major overhauling. Messing around with it is a fun way to kill several hours, especially when you should be doing real work (nobody's perfect). Simply load any DEGAS (compressed or not), NEOChrome, or TINY picture file, scramble the pieces, and then reassemble them. A picture can be broken up into as many as 100 pieces, and a border can be added. Pieces can be rotated, and scores can be tracked. A great job was done by Gordon Moore on this piece of shareware.

All of the files reviewed this month are available on GENie in the ST Roundtable. Next month we will include CompuServe PD files. ●



# The Archive Bit

Compiled by Ron Kovacs from The ZMagazine Archives

## November 1988, one year ago:

Atari reports they will be giving credit for purchasing Atari cartridges. They are sold presently at a cost of \$10 to \$30 each. Atari will give prizes and a two week vacation. If this experiment works, they will continue this promotion as a way of luring more people to purchase Atari products.

The first Atari Canadian Users Convention takes place in Toronto Canada. On display are all of Atari's products including the 260ST. New products talked about include the 68030 chip-based ST scheduled for shipment in early 1989 with enhanced resolution, stereo chip, more colors and the NEW TOS. Other products discussed include the laptop ST, an ST based game machine, and a new ST light light guns with games capable of utilizing it. One of the games announced was "Crossbow".

On November 17th, 1988 ZMagazine and ST-Report editors Ron Kovacs and Ralph Mariano split, ending their status as affiliated publications because of controversy surrounding editor Mariano. Kovacs gives ST-Report to Mariano, and in January 1989 begins STZMAG as his replacement for ST-Report Magazine.

Atari's Holiday Promotion is unveiled, offering free game cartridges to buyers of Atari video game systems and software. The "Atari Holiday Bonus Software Program" lets Christmas consumers who purchase an Atari 2600 or 7800 game system receive a bonus of two free game cartridges direct from Atari. Through December 31, Atari offers a \$50 consumer rebate on the purchase of the Atari XE.

GFA Systemtechnik informs US distributor Michtron that they intend to begin marketing all their products, world wide, by themselves. GFA plans to start a new company in the USA called GFA U.S.A. Hearing this, HiSoft approaches Michtron about publishing their products in the United States.

Atari attends the 10th Comdex showing UltraScript which is said to be ready in early 1989. DTP processors on-hand included PageStream, Publisher ST, DeskSet, and Calamus. The PC4 and PC5 are on display with no word on US shipping dates. At the same show Commodore announces the Amiga 2000HD.

## November 1987, two years ago:

Atari showcases the ABAQ at Comdex. The ABAQ, based on a "transputer" chip, runs more than 10 times faster than a PC/AT technology and more than 5 times faster than the 68020 with math processor. Atari unveils its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and is to retail in early 1988 for under \$600. Also at Comdex, the Mega's SLM804 Laser printer, Deskset, WordPerfect, and Microsoft Write. Atari's IBM compatibles are shown, the PC2 (XT Compatible) and PC4 (AT Compatible), PC3 (VGA Graphics Operation), which join the PC1, "already available at \$799". Atari President Sam Tramiel states "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC1's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best." Atari announces "Moses PromiseLAN," a local area network that can connect up to 17 PCs using off-the-shelf telephone wire. They will also be developing Moses PromiseLAN adaptors for its Mega and ST computers. Thus, the Mega and Atari laser printer will be able to share data with PCs and Apple Macintoshes.

## November 1986, three years ago this month:

The Max Headroom Show gains popularity as Max appears in Conference on CompuServe. Max Headroom is best known for his witty, off-the-wall comments made while interviewing rock groups and other pop artists. Newsweek dubbed Max the "the TV talk show host of 1986 -- no, make that the year 2000."

The Software Publishers Association announces it is offering a \$100 reward to anyone turning in information about computer bulletin board systems that distribute copyrighted software. As reported in ZMag, in order to collect the bounty, tipsters had to provide the name, telephone number and log-on information of a pirate BBS, as well as the street address and name of the sysop, a disk containing copyrighted materials downloaded from it, and a printout of other copyrighted material posted there. \$500.00 is already paid out to tipsters.

ZMagazine makes it's debut in Sweden on atleast three BBS systems.

Atari entertains the masses at the 1986 Comdex show with Publishing Partner from Softlogik, and 8-bit products like the XEP80, SX212, and the long awaited Blitter chip promised, for early 1987 for \$120. Sam Tramiel states "Atari is bringing its philosophy of "Power Without the Price" to the wider peripheral market." ●



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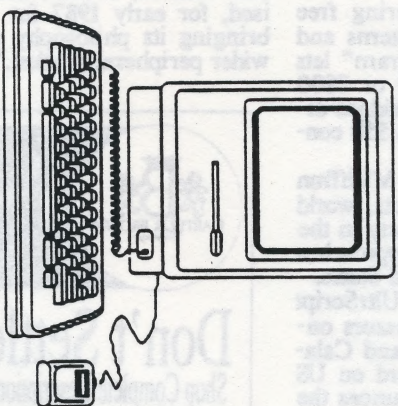
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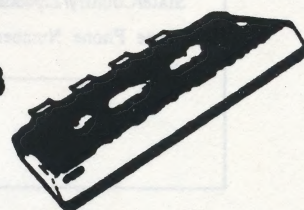
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